<u>IN THE CLAIMS</u>

Please amend claims 1-2 and 5-7. Please cancel claim 4. All claims are reproduced below.

1. (Currently amended) In a system including a computer network communicatively coupling a plurality of casino properties, a computer implemented method for tracking patronage of a plurality of customers, each of the customers assigned an account, the method comprising:

    storing a portion <u>less than the entirety</u> of the customer accounts in each of a plurality of databases, each database associated with one of the casino properties and communicatively coupled to the network at the casino property;

    at each casino property, automatically collecting customer betting activity from customer gaming activity at gaming machines, and storing the collected customer betting activity in the database at the casino property;

    receiving at the database of a first casino property customer betting activity data from the database at a second casino property; and

    updating the customer's account in the database of the first casino property in response to the betting activity.

2. (Currently amended) In a system including a computer network communicatively coupling a plurality of casino properties, a computer implemented method for rewarding patronage of a plurality of customers, each of the customers assigned an account, the method comprising:

    storing a portion <u>less than the entirety</u> of the customer accounts in each of a plurality of databases, each database associated with one of the casino

properties and communicatively coupled to the network at the casino property;

receiving at a first database of a first casino property a request from a second database at a second casino property for a customer's betting activity from a customer account stored in the first database, the customer's betting activity collected automatically from customer gaming activity at gaming machines; and

transmitting the customer's betting activity from the first database to the second database.

3. (Original) The method of claim 1 or 2, further comprising:

for each customer, accumulating points in the customer's account as a function of monetary value of the customer's betting activity at any of the casino properties.

4. (Canceled).

5. (Currently amended) A method for making customer betting activity of any of a plurality of customers available at a plurality of casino properties, the method comprising:

at each of the casino properties, storing in a local database a plurality of customer accounts for a portion less than the entirety of the customers, each customer account in the local database associated with a customer identification (ID);

in response to an input of a customer ID to a computer system at a first casino property, retrieving from the local database of a second casino property first customer betting activity data from the customer account associated with the input customer ID;

receiving at the first casino property, second customer betting activity data of the customer associated with the customer ID, and collected automatically from customer gaming activity at gaming machines; and

updating the customer account in the local database of the first casino property to reflect the first customer betting activity and the second customer betting activity.

6. (Currently amended) A computer implemented method for tracking patronage of customers, the method comprising:

storing at each of a plurality of casino properties a database of customer accounts, each customer account associated with a customer one of a plurality of customers, each of the databases communicatively coupled to a computer network;

at each casino property, automatically collecting customer betting activity from customer gaming activity at gaming machines, and storing the collected customer betting activity in the database at the casino property;

receiving via the network at the first database of a first one of the casino properties, customer betting activity data for a portion less than the entirety of the plurality of customers from a second casino property; and

updating the customer's account of each of the portion of customers in the first database based on the received customer betting activity data.

7. (Currently amended) A system for tracking patronage of a plurality of customers at a plurality of casino properties, the system comprising:

a local computer system at each of the casino properties, each local computer system including a local database storing accounts for a portion less than the entirety of the plurality of customers, each account including betting activity

of the customer collected automatically at any of the plurality of casino

    properties;

for each local computer system, a database management program

    communicatively coupled to the local database of the local computer system,

    for receiving customer betting activity data of a customer, for updating the

    customer's account in local database; and

a communications network communicatively coupling each of the local

    computer systems, allowing the local databases to communicate to each other

    customer betting activity of a customer.

8. (Original) The system of claim 7, further comprising:

a plurality of gaming machines at each casino property, each gaming machine

    communicatively coupled to the local computer system for transmitting

    customer betting activity data received at the gaming machine to the local

    computer system.